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first plurality of symbols, each of the first plurality of symbols remaining in either the respective column or row in the first array;

displaying the second array;

determining if the second array has a second winning outcome; and

awarding an award for any winning outcome.

2. A method of conducting a wagering game as described in claim 1, wherein the second array is the first array with an additional column, the additional column formed by the second plurality of symbols.

3. A method of conducting a wagering game as described in claim 1, wherein the second array is the first array with an additional row, the additional row formed from the second plurality of symbols.

4. A method of conducting a wagering game as described in claim 1, wherein the second array is the first array with an additional row and an additional column, the second plurality of symbols forming the additional row and additional column.

5. A method of conducting a wagering game as described in claim 1, further including making a second wager to receive the second array.

6. A method of conducting a wagering game as described in claim 1, further including receiving a start-bonus outcome in the first array to receive the second array.

7. A method of conducting a wagering game as described in claim 1, further including using a first probability table to determine the award for the first winning outcome and a second pay table to determine the award for the second winning outcome.

8. A method of conducting a wagering game as described in claim 1, further including using a first probability table to randomly determine the first plurality of symbols and a second probability table to determine the second plurality of symbols.

9. A method of conducting a wagering game as described in claim 1, further including a first set of pay lines associated with the first array and a second set of pay lines associated with the second array.

10. A method of conducting a wagering game as described in claim 1, further including receiving a first winning outcome in the first array to receive the second array.

11. The method of conducting a wagering game as described in claim 1

wherein the second plurality of symbols includes a plurality of modifier symbols; and wherein the determining if the second array has second winning outcome includes associating a winning pay line with one of the plurality of modifier symbols intersected by the winning pay line; and

modifying the value of the winning pay line with the modifier symbol associated with the winning pay line to determine the second winning outcome.

12. A method of conducting a wagering game as described in claim 2, wherein the player selects the position of the additional column added to the first array.

13. A method of conducting a wagering game as described in claim 2, wherein the position of the additional column added to the first array is determined randomly.

14. A method of conducting a wagering game as described in claim 3, wherein the player selects the position of the additional row added to the first array.

15. A method of conducting a wagering game as described in claim 3, wherein the position of the additional row is determined randomly.

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16. A method of conducting a wagering game as described in claim 11, wherein the modifier symbol represents a mathematical function applied to the determined value.

17. A method of conducting a wagering game as described in claim 11, further including receiving a start-bonus outcome in the first array to add the modifier symbols to the first array to form the second array.

18. A method of conducting a wagering game on a gaming machine, comprising:

making a first wager to initiate play of the wagering game; randomly selecting a first plurality of symbols to form a first array;

displaying the first array;

determining if the first array has a first winning pay line; making a second wager to be eligible for an award based on a second array;

randomly selecting a second plurality of symbols;

adding the second plurality of symbols between at least some of the first plurality of symbols in the first array to form the second array, the second array including the second plurality of symbols and the first plurality of symbols in the first array without replacing any of the first plurality of symbols;

displaying the second array;

determining if the second array has a second winning pay line; and

awarding a player for any winning pay line.

19. A method of conducting a wagering game as described in claim 18, wherein the second array is the first array with an additional column, the additional column formed from the second plurality of symbols.

20. A method of conducting a wagering game as described in claim 18, wherein the second array is the first array with an additional row, the additional row formed from the second plurality of symbols.

21. A method of conducting a wagering game as described in claim 18, wherein the second array has an additional row of symbols and an additional column of symbols added to the first array.

22. A method of conducting a wagering game as described in claim 18, further including making a second wager to display the second array.

23. A method of conducting a wagering game as described in claim 18, further including receiving a start-bonus outcome in the first array to display the second array.

24. A method conducting a wagering game as described in claim 18, further including using a first pay table to determine the award for the first winning pay line and using a second pay table to determine the award for the second winning pay line.

25. A method of conducting a wagering game as described in claim 18, further including using a first probability table to randomly determine the first plurality of symbols and a second probability table to randomly determine a second plurality of symbols.

26. A method of conducting a wagering game as described in claim 18, further including a first set of pay lines associated with the first array and a different second set of pay lines associated with the second array.

27. A method of conducting a wagering game as described in claim 18, further including receiving a first winning pay line in the first array to display the second array.

28. A method of conducting a wagering game as described in claim 19, wherein the player selects the position of the additional column added to the first array.

29. A method of conducting a wagering game as described in claim 19, wherein the position of the additional column is determined randomly.

Although all the arrays in the embodiments described above are rectangular, it should be understood that any array shape could be used in conjunction with the invention. For example, a pyramidal array with a base of three symbols, a middle with two symbols and a top with a single symbol may be used as a base array. The secondary array may simply be the addition of four additional discrete symbols to form a new base of the pyramid.

Similarly, it is not necessary to add a reel to the base array 36 to create a secondary array 38; For example, in lieu of adding a reel, a row of symbols can be added to the base array 36. Still another embodiment for increasing the array size includes adding symbols around the border of the base array 36. In short, any method can be used to add symbols to the base array 36 to create a secondary array 38.

In the embodiments described above, the additional reel provides additional symbols that can potentially create new winning combinations. In another embodiment however, the additional reel does not provide additional symbols to create new winning combinations. Rather, the additional reel is a bonus reel 35 that provides a mechanism for producing a potentially enhanced award by applying a bonus symbol 70 to the winning pay line of the base array 36.

FIG. 13 is a 3 by 5 base game array and a bonus reel 35. FIG. 13 also shows the base game pay lines mapped to the bonus reel 35. A winning combination on any of the base game pay lines is modified by the corresponding bonus reel symbol 70. The bonus reel symbols, or pay line modifier symbols 70, act on the pay line with which they are associated to modify the pay table award.

Any pay line configuration may be utilized to indicate the bonus reel's 35 relation to each individual pay line. The bonus reel 35 and its relation to each of the pay lines can be clearly presented by simply extending the end of the pay line horizontally through the adjacent bonus reel symbol 70 as shown in FIG. 13. Consequently, pay lines 40 and 42 extend through the top tier in the sixth reel, pay line 44 extends through the middle tier of the sixth reel, and pay lines 46 and 48 extend through the bottom tier of the sixth reel. If preferred, however, the bonus reel can be placed anywhere in the array. For example, the bonus reel could be placed between any of the original base game reels 31-34.

To demonstrate the operation of the bonus reel embodiment, we turn to FIG. 14, which depicts the initial outcome of a three by five base array 36. As discussed above, a start-bonus outcome may be defined in any number of ways. For example, a start-bonus outcome in the base array 36 may require a winning pay line. If preferred, in addition to the winning pay lines, a start-bonus reel symbol 71 may be required either on the pay lines or anywhere on the array to trigger the bonus reel 35. This allows the game to be played without automatically triggering the bonus reel 35 every time a pay line is won.

In FIG. 14, a start-bonus outcome has occurred in the base array 36 by virtue of the start-bonus symbol 71 in array position as well as the occurrence of winning pay lines 40 and 44. The winning symbols along pay line 44 are three cherry symbols. The winning symbols along pay line 40 include the three 7's. Consequently, the start-bonus outcome is triggered, causing the addition of the spinning bonus reel 35 to the base array 36 as shown in FIG. 15.

FIG. 16 displays the final game outcome. The total award offered the player varies with the bonus award indicated by the winning pay line applied to the award earned by that winning pay line in the three by five base game array per the pay table. For example, in FIG. 16, the bonus reel 35 has been added and stopped to display the game outcome. Here, the

two winning pay lines are eligible for the bonus amounts as directed by the pay line to the corresponding bonus reel symbol. Winning pay line 40 extends to the fifty-credit bonus reel symbol in array position 67. The 50 credit bonus is added to the base game award for pay line 40. Winning pay line 44 extends to the two times multiplier bonus reel in array position 68. This bonus reel symbol indicates that the base game array award for that pay line is doubled.

In another embodiment, the bonus reel may be generated by an additional wager that is placed before the base game outcome and which automatically entitles the player to receive the bonus reel. If the base game array does not produce a winning pay line, however, the bonus reel has no effect.

Although the embodiments shown for the bonus reel have only discussed enhancing the pay line award, it is also possible that the bonus reel outcome does not affect any of the winning pay lines, i.e., a null bonus symbol. Additionally, rather than enhancing the award, the bonus reel may have outcomes that diminish the winning outcome.

Another possibility is that the bonus reel may contain modifier symbols that alter the game rules, or the symbols present in the base game array to create winning combinations not otherwise present in the original base game array. For example, if the game only pays for winning combinations that occur from left to right, one bonus reel symbol may be to allow a right to left pay for those pay lines that intersect that particular bonus reel symbol position.

Alternately, the bonus reel may contain wild symbols or other special features that change the associated pay line symbols of the base array to form a modified array and potentially new winning symbol combinations. For example, a bonus reel symbol may state that sevens are wild. This allows any seven on that pay line to change to a winning symbol. Again, as noted above, the bonus reel does not become part of a new array that creates new winning symbol combinations based on the overall array. The bonus reel only affects the way the original array is interpreted: by virtue of the award offered (by changing the original symbols in the base array) or modifying the award associated with the winning symbol combination in the base array.

While the present invention has been described with reference to one or more particular embodiments, those skilled in the art will recognize that many changes may be made thereto without departing from the spirit and scope of the present invention. Each of these embodiments and obvious variations thereof is contemplated as falling within the spirit and scope of the claimed invention, which is set forth in the following claims.

What is claimed is:

1. A method of conducting a wagering game on a gaming machine, comprising:
 - making a first wager to initiate play of the wagering game;
 - randomly selecting a first plurality of symbols to form a first array; each of the first plurality of symbols positioned in a column and row in the first array;
 - displaying the first array;
 - determining if the first array has a first winning outcome;
 - making a second wager to be eligible for an award based on a second array;
 - randomly selecting a second plurality of symbols;
 - adding the second plurality of symbols between at least some of the first plurality of symbols in the first array to form the second array, the second array including the second plurality of symbols and the first plurality of symbols in the first array without replacing any of the

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30. A method of conducting a wagering game as described in claim 20, wherein the player selects the position of the additional row added to the first array.

31. A method of conducting a wagering game as described in claim 20, wherein the position of the additional row added to the first array is determined randomly.

32. A method of conducting a wagering game on a gaming machine, comprising:

making a first wager to initiate play of the wagering game;
randomly selecting a first plurality of symbols to form a first array;

displaying the first array;

determining if the first array has a first winning outcome;

making a second wager to be eligible for an award based on a second array;

randomly selecting a second plurality of symbols;

adding the second plurality of symbols to the first away between at least some of the first plurality of symbols in the first away to form the second array, the second away including the second plurality of symbols and the first plurality of symbols in the first array without replacing any of the first plurality of symbols;

displaying the second array;

determining if the second away has a second winning outcome;

randomly selecting a third plurality of symbols;

adding the third plurality of symbols to the second array to form a third array;

displaying the third array;

determining if the third away has a third winning outcome; and

awarding an award for any winning outcome.

33. A method of conducting a wagering game on a gaming machine, comprising:

making a first wager to initiate play of the wagering game;
randomly selecting a first plurality of symbols to form a first array;

displaying the first array;

determining if the first array has a first winning pay line;

making a second wager to be eligible for an award based on a second array;

randomly selecting a second plurality of symbols;

adding the second plurality of symbols to the first away between at least some of the first plurality of symbols in the first away to form the second array, the second away

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including the second plurality of symbols and the first plurality of symbols in the first array without replacing any of the first plurality of symbols;

displaying the second array;

determining if the second away has a second winning pay line;

randomly selecting a third plurality of symbols;

adding the third plurality of symbols to the second array to form a third array;

displaying the third array;

determining if the third away has a third winning pay line; and

awarding a player for any winning pay line.

34. A method of conducting a wagering game on a gaming machine, comprising:

making a wager to initiate play of the wagering game;

randomly selecting a first plurality of symbols to form a first array;

displaying the first array;

making a second wager to be eligible for an award based on a second array;

randomly selecting a second plurality of symbols;

adding the second plurality of symbols to the first away between at least some of the first plurality of symbols in the first away to form the second array, the second away including the second plurality of symbols and the first plurality of symbols in the first array without replacing any of the first plurality of symbols;

displaying the second array; and

making an award for any winning outcome.

35. A method of conducting a wagering game on a gaming machine, comprising:

providing an initial array of symbol positions for accommodating respective symbols;

offering a player an option to make a wager on an expanded array; and

in response to the wager, expanding the array to form the expanded array, the expanded array including additional symbol positions between at least some of the respective symbols in the initial away for accommodating respective additional symbols, the expanded array including the additional symbol positions and the initial symbol positions in the initial array without replacing any of the initial away of symbol positions.

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